

LEGO

ROCK RAIDERS
TUTORIAL LEVELS DOCUMENT



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ABOUT



Due to the relatively young target audience for Lego Rock Raiders it is very important that the youngest of the users are clear on how to play the game. This will be done by a number of tutorial levels which over a certain amount of simple lessons will introduce all the major gameplay needs to the end user whilst at the same time progressing them through the game. The lessons are issued by a mini-figure known as the advisor who is based on the mother ship (see below). When a new lesson is issued or a new gameplay element is tackled the advisor will be visible in the advisor's panel on the desktop, he will explain what is required from the user. When the user completes the task the advisor will then specify another task but only if the user has not yet had experience with the topic in question. When all the basic topics have been covered the advisor will let the user continue on their own accord, however if the user does get stuck the advisor may be able to help.



LEVEL ONE

SKILLS INTRODUCED

- Movement of different units around the 3D environment.
- Scanning with the geologist for different rock types.
- Using a mini-figure to drill through soft rock into new caverns.
- Collection of pick-ups like power crystals and gold.

LEVEL OVERVIEW

The user begins in one cave with the geologist mini-figure on screen. The advisor panel becomes active and the advisor tells the user that “*By moving the cursor over the mini-figure and pressing the relevant mouse button the mini-figure will be selected.*” The game code then waits for the user to do this when this has been completed, the advisor explains to the user how to move around the world by using the mouse. Now they have basic controlling skills around the 3D world the advisor tells the user to “*now we need to scan the area so please select the geologist’s scanner equipment*” (If the geologist will then somehow get the users attention – maybe waving at the camera?)

Once the geologist is selected the advisor tells the user how to perform a geological surveillance of the cave. As the user is performing the scan the advisor informs the user about the different types of rock, which are found in the cave. (“*The hard rock is indicated by a dark blue colour and the soft rock is shown by light blue... find the light blue (soft) rock and then move your mini-figure to it.*”) When the user has completed this task the advisor once again explains to the user what to do next. (“*Okay now you have found the soft rock you are going to have to drill through it. Select the mini-figure and move the cursor to the wall where you want to drill you will notice the cursor change this means you are able to drill here... so press the left mouse button to begin.*”) When this has been done the user is advised to walk through in to the next cave. Once in the new cave there is an exit which the player must use, but before doing so the advisor suggests (“*The other items found in the cave are collectibles which help the rock raiders cause... best if you collect them*”). Once the user has exited the level is complete and the next tutorial level begins on more complicated topics.



LEVEL TWO

SKILLS INTRODUCED

- Entering & exiting vehicles.
- The driving skill.
- Dynamite usage.
- Multiple mini-figure movement.
- Evading rock monsters.
- Teleportation.
- First person view mode.

LEVEL OVERVIEW

This tutorial level introduces some slightly more advanced skills to the end-user. The need to enter and exit all kinds of vehicles is a must to advance at all in the game. This area is covered in this tutorial level, the user will then be expected to know how to enter every as it is a universal command.

The level begins with three mini figures all standing in the main cave (geologist, engineer, driver) the advisor suggests undertaking a geological survey of the area and finding the soft rock. After this has been accomplished the advisor asks for the teleporting device be placed down on the ground by the engineer and explains how this is done. When the users have done this a drilling machine is transferred from the mother ship to the cave where the three mini-figures are. The advisor says, “*You now need to use the drilling machine to drill through the soft rock. To enter the small drilling vehicle select the driver unit and then click on the vehicle, the driver unit will climb on board.*” When the driver is on board the user receives a message via the advisor telling them, ”*To use the drilling machine, just click on the soft rock you wish to drill with the appropriate mouse button.*”

Once the small drill machine breaks into the new cave there is a cave with a rock monster wandering around in it the advisor says, “*Now be careful not to get in the way of the rock monster as he make turn nasty. Use the engineer to collect the crystals and gold to do this you must select first person mode*”. (The advisor explains how this is done). After all the crystals have been collected. The advisor once again informs them to go down a passageway away from the rock monster.



The passageway leads to a stream of lava, of which on the other side is the exit you need to get across too, to complete the level. The advisor suggests using the engineers dynamite. When the user selects the engineer instead of the advisor once again telling the user how to do something. The button which needs to be pressed on the users desktop starts to flash as an indication to what they must do next, this is done for one main reason that is to start the user learning on there own.

When the dynamite is selected the advisor says “*Now to get across to the other side you need to blow up a near by wall to release some water on to the stream of lava.* As there is only one wall which is near enough to the lava the user will walk towards it. When the user is in a certain range the Advisor says, “*Now place the dynamite down on the ground (and explains how) when you have done this move away a fast as possible!*” Once the user is out of range the explosion detonates, flooding the lava stream with water cooling it so the user can get to the exit, in this case the exit may look like an entrance to a section of a mine shaft.